

HRISHIKESH (RISHI) SRIHARI

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Experience

NASA Software Engineering Intern

September 2023 – May 2024

Subteam Lead

Irvine, CA

- Spearheaded the Local Mission Control Console (LMCC) subteam of 6 that integrated 18 biomedical sensors and 6 camera feeds into a unified interface, reducing operator cognitive load by 40% and achieving zero data loss.
- Conduct code reviews and meetings within team of 6 people, and undertook integration with other subteams and overall larger-scale project organization and logistics.
- Contributed core systems integration code optimizing end-to-end data latency by 27%. Invited to present research at Johnson Space Center in May 2024.

Teaching Assistant, Donald Bren School of ICS

March 2024 – Present

Boolean Logic and Discrete Structures

Irvine, CA

- Hold weekly office and lab hours for 200+ students
- Collaborate closely with Teaching Assistants and course professor on lecture and test problems preparation to write and test problems

Colorado School of Mines

July 2021 – August 2021

ComputingForGood Intern

Remote

- Developed an application to promote healthier social relationships - used Android Studio to schedule meetups, suggest optimal event slots, and integrate daily plans.
- Delivered end of term project presentation, Won best social welfare project award (1/15 teams).

Projects

ZotConnect (Won Best Overall Hack at IrvineHacks '24) | ([Devpost](#))

January 2024

- * Built a NextJS communication platform to elevate academic connections between professors & students. Streamlined, efficient, precise, and secure with Clerk authentication.
- * Developed LLM Resume/CV Review with Google Cloud Vertex and trained model to iteratively learn in-use
- * UI/UX design achieved 97% user satisfaction rating. Integrated Clerk auth and ConvexDB backend for seamless scaling.

Opennote (Won Best Use of AI in Edu. and Best Digital Experience at LAHacks '24) | ([Devpost](#))

April 2024

- * Created visual learning aid generation platform rendering animations from notes with 95%+ accuracy on complex STEM content.
- * Implemented a closed-feedback loop for automatic error catching and processing across a multi-model Gemini and GPT-4 LLM data pipeline to guarantee superior final animation renders for users.
- * Automated FFMPEG audio/video stitching subprocesses at runtime for seamless final renders.

Coauthor (Won Best First-Time Hack at SFHacks '24) | ([Devpost](#))

April 2024

- * Produced full-stack research collaboration platform handling 500+ workspaces within 40 hours.
- * Led frontend development using Typescript and TailwindCSS and aided in integrating AI-powered backend Selenium and Gemini cloud functions with frontend UI dashboard.
- * Created authenticated data pipeline with numerous integrated generative AI models to push workspace data to the cloud, with a Firework and Gemini AI custom chatbot model that trains iteratively, in-use.

Education

University of California, Irvine

Class of 2027

Bachelor of Science in Computer Science, 3.7 GPA

Irvine, California

Relevant Coursework

Data Structures & Algorithmic Analysis, Boolean Logic, Python, Java, Statistics, Linear Algebra, Discrete Mathematics

Technical Skills

Languages: Python, Java, C++, HTML/CSS, JavaScript, Typescript, NextJS, ReactJS, SQLite

Developer Tools: VS Code, IntelliJ, PyCharm, Android Studio, LLMs